

Sears



SPORTS CENTER

home of the Ted Williams brand

**MODEL NO.
637.997370**

- assembly
- operation.
- maintenance
- troubleshooting
- replacement parts

**OWNER'S
MANUAL**

SUPER PONG IV™

TELE-GAMES™
ELECTRONIC GAMES

Fits any Make or Model Black-
and-White or Color TV Set



**14 GAMES IN ALL!
(RANGING FROM 1 TO 4
PLAYERS)**

UNPACK GAME

When you remove game from box and Styrofoam protection, you should have the following (see Fig. 1 below):

- SUPER PONG IV Control Unit (with 4 size "D" batteries)
- Game Cable to Switch Box
- Switch Box (with twin-lead wire)

- 2 plug-in Hand-Held Controls
- 2 permanently attached Hand-Held Controls

The only tools you will need to set up SUPER PONG IV are a flat screwdriver and possibly a small Phillips screwdriver. See further instructions on page 3.

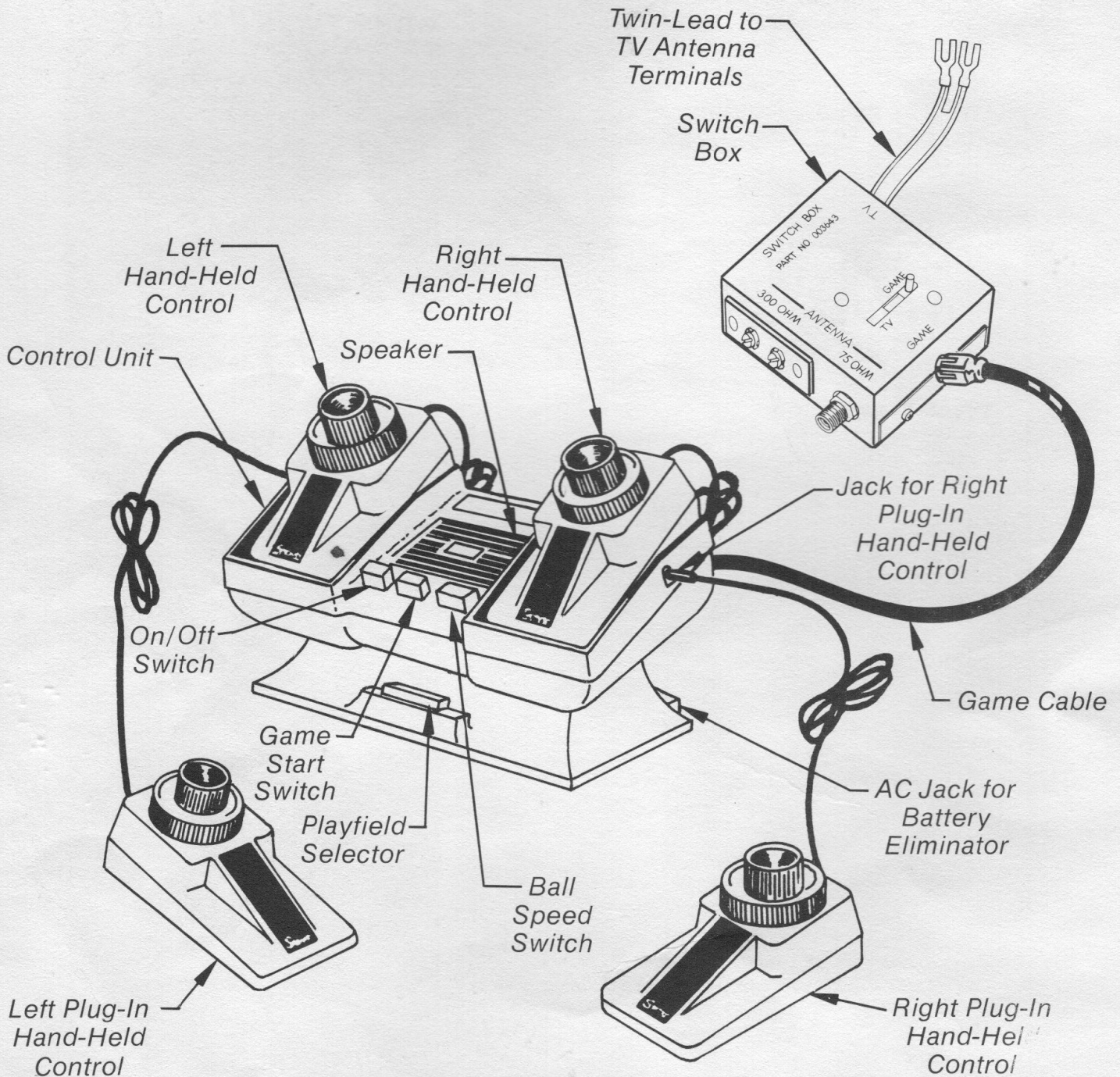


Fig. 1 Parts of SUPER PONG IV Game

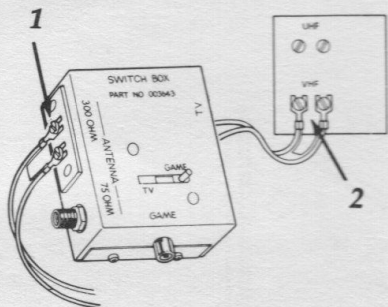
INSTALL SWITCH BOX

SUPER PONG IV hooks up easily to your television's VHF screws. Simply find the illustration below that most closely matches the back of your TV set, and follow those instructions. The only tool required for this step is a flat screwdriver.

INSTALL SWITCH BOX, CONT.

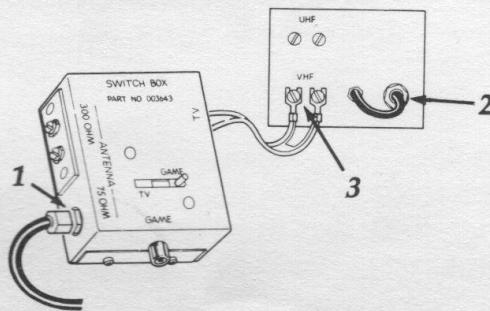
If your television has four screws only:

1. Disconnect twin-lead wire from television and connect to "300 OHM" screw terminals on SUPER PONG IV Switch Box.
2. Connect twin-lead wire from SUPER PONG IV Switch Box "TV" screws to VHF terminals or screws on your television set.



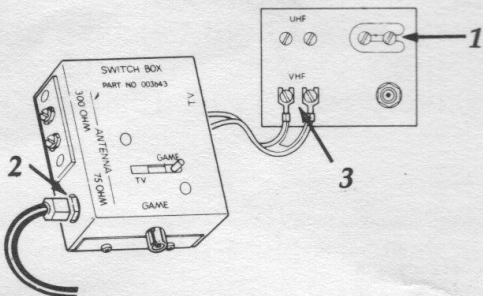
If your television has a short round cable:

1. Disconnect long cable from television and plug it into SUPER PONG IV Switch Box at "75 OHM" connector.
2. Connect TV's short loose-hanging cable to the connector next to it on television set.
3. Connect twin-lead wire from SUPER PONG IV Switch Box "TV" screws to VHF terminals on your television set.



If your television has a slider:

1. Move slider on back of set to make connection between two screws.
2. Disconnect cable from television and plug it into SUPER PONG IV Switch Box at "75 OHM" connector.
3. Connect twin-lead wire from SUPER PONG IV Switch Box "TV" screws to VHF terminals on your television set.



To attach SUPER PONG IV Switch Box to your television set, peel off protective paper on Switch Box. Press the exposed adhesive surface onto any clear area at rear of television near antenna terminals. Plug Game into Switch Box at "GAME" connector. The SUPER PONG IV Switch Box may be left on the set permanently without impairing your television reception.

EXTRA SWITCH BOXES

If you have more than one television set in your home, you may purchase a Switch Box for each TV. This arrangement will let you easily move your SUPER PONG IV from room to room. The Switch Box, stock no. 6-99726, is available through Sears, Roebuck and Co.

CAUTION

FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE THE FOLLOWING:

Avoid using any longer twin-lead wires from Switch Box to television set than is supplied with SUPER PONG IV Switch Box. Avoid connecting twin-lead wire coming from Switch Box to any television antenna or cable television outlet. Avoid attaching loose wires to your television antenna terminals when using SUPER PONG IV. Doing any of the above may cause interference to nearby television sets and is against Federal Communications Commission (FCC) regulations.

INSTALL BATTERIES

Remove Battery Cover Plate with a flat screwdriver (see Fig. 2 below). Install four size "D" batteries supplied with the game by following diagram in Fig. 3. *Be sure that batteries are facing in correct directions.* An added feature of SUPER PONG IV is that you will not damage the game if batteries

are facing in the wrong direction. However, game will not operate until they are turned to correct positions.

Replace Battery Cover Plate with slot facing front of SUPER PONG IV Control Unit. Cover will snap into place after rear tabs are positioned in case.

Pry open gently with screwdriver to release Battery Cover Plate and expose battery compartment.

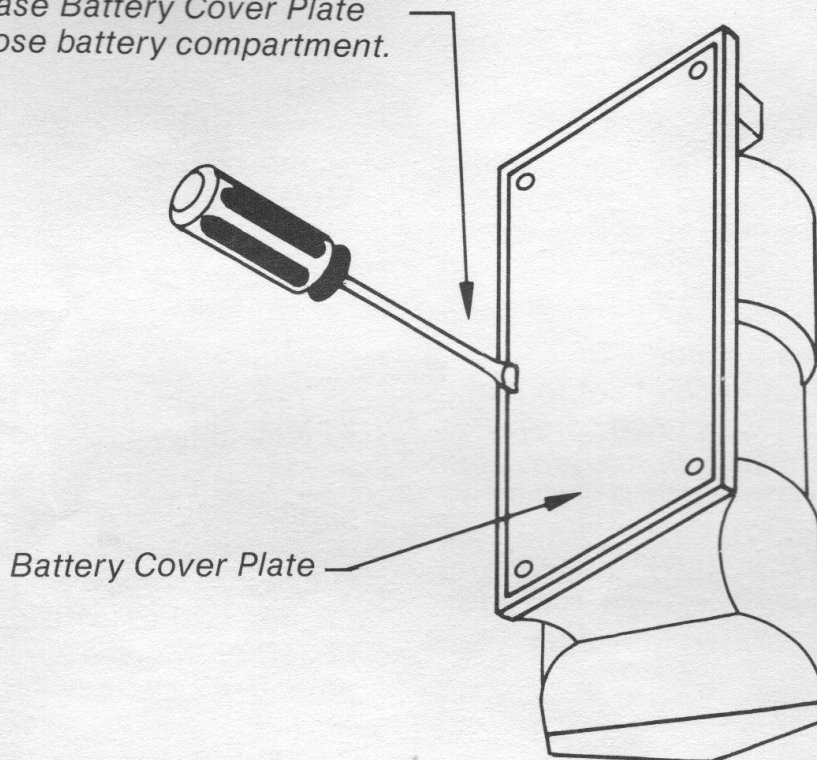


Fig. 2 Removing Battery Cover Plate

CHANNEL SELECTION

SUPER PONG IV is factory-set to operate on Channel 3. However, if Channel 3 is broadcasting in your area, you may receive interference. In that case, you need to change your game to Channel 4. The only tool required for this change is a small Phillips screwdriver.

Remove all four Phillips screws that hold down the Battery Compartment. Care-

fully lift up Compartment, taking care not to pull on the wires (see Fig. 3 below). Find Channel Switch in the small rectangular access hole underneath Battery Compartment. It will be set at CH 3. Push Switch over to the side marked CH 4 with a screwdriver.

Next carefully replace Battery Compartment and its four Phillips screws; then install all four batteries to face in correct positions. Replace Battery Cover Plate with slot facing front of SUPER PONG IV Control Unit. Cover will snap into place after rear tabs are positioned in case.

CHANNEL SELECTION , CONT.

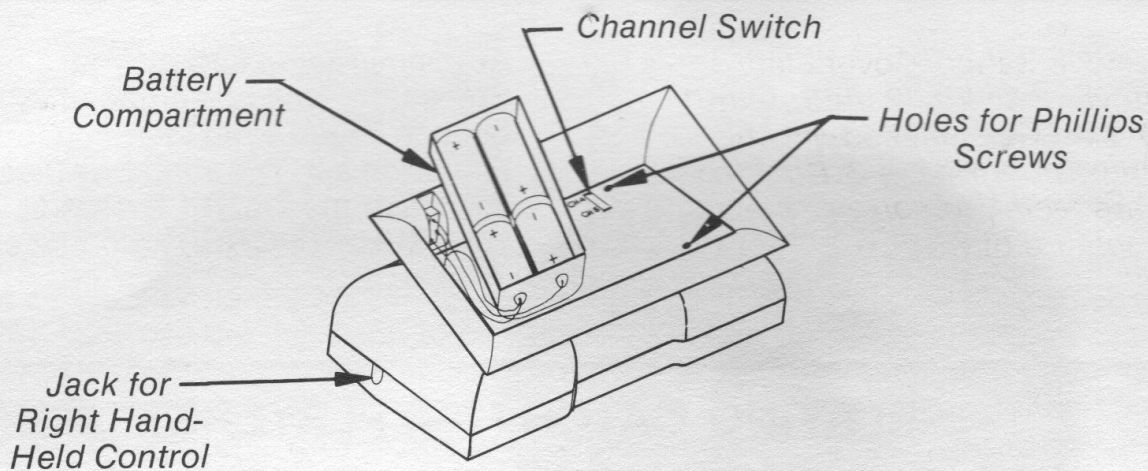


Fig. 3 Battery Compartment

BATTERY ELIMINATOR

If you wish to use normal house current instead of batteries, you may order a Battery Eliminator, stock no. 6-99702 through Sears, Roebuck and Co. Plug Battery Eliminator into wall outlet. Plug other

end of Eliminator wire into AC Jack on rear of Control Unit base. You do not need to remove batteries from the Battery Compartment; using the Eliminator automatically shuts off power from the batteries.

TURN GAME ON

On the Switch Box that you've now attached to your television set, push the TV/Game Switch to "GAME" and turn television set on. If your set has an *automatic* fine-tuning control, turn this off. Set your television to Channel 3 or 4, depending on how you adjusted the Channel Switch inside the SUPER PONG IV Control Unit (see "CHANNEL SELECTION" section of this manual).

Turn television volume completely down. The buzzing sound from your TV's speaker is normal; turn it down to hear the ball bounce sound coming from the Control Unit's Speaker.

Push On/Off Switch on SUPER PONG IV Control Unit to "ON" position, and watch your television screen become filled with the colorful SUPER PONG IV "light show."

Turn your television's fine-tuning *knob* to get the best picture image. Push Game Start Switch on Control Unit to the right and then the left. The light show pattern will convert instantly to a playfield.

Slowly move the Playfield Selector through its four positions, and watch the different playfields appear on your television screen—position 1, 2, 3, and 4.

GENERAL GAME RULES

Your SUPER PONG IV can be played with 1 through 4 players. For 3-player or 4-player games, simply plug the wires of one or both Hand-Held Controls into the special Jacks (see Fig. 1). These Jacks are located at the right and left ends of the Control Unit. Each Hand-Held Control that you plug in will cause a new paddle, pair of paddles, or a goal to appear on your television screen. *What happens when you plug in a Hand-held Control is described under the rules of play for each of the 14 games.*

While you are learning to play SUPER PONG IV, you will probably want to keep the Ball Speed Switch set at "AUTO." For greater challenge, change this switch to "FAST": the ball will travel at maximum speed at this setting.

TO RETURN YOUR TELEVISION SET TO REGULAR PROGRAMS:

(The following applies to your SUPER PONG IV Control Unit, regardless of how the Playfield Selector is set.) Turn off SUPER PONG IV Control Unit's On/Off Switch. Slide the TV/Game Switch on Switch Box to "TV" position, then leave on only the television set. If your set has an *automatic* fine-tuning control, turn it back on.

TURN GAME ON, CONT.

NOTE: Failure to turn Control Unit to "OFF" may cause battery drainage in your SUPER PONG IV Control Unit.

As a reminder to turn off your Control Unit, the game will continue making a ball bounce sound even after you turn off your television set. The sound will not stop until you push the On/Off Switch to "OFF" on your SUPER PONG IV Control Unit.

PLAYING CATCH (1-4 PLAYERS)

First set Playfield Selector to #1; then push Game Start Switch to the right and then the left. Turn each Knob on the Hand-Held Controls to move one of the goals up or down, and catch the ball through your hole (see Fig. 4 below). The ball never goes out of bounds, but stays in action until one of the players catches it. That player then scores one point on his or her side of the screen. The ball is automatically served again towards the player who *caught* the ball.

The first player to earn 15 points wins the game. When 15 points are scored, the playfield disappears and the light show comes back on the screen. To get the playfield back and start another game, push the Game Start Switch to the right and then the left again.

PLAYING CATCH SOLITAIRE

Use only one of the Knobs on the Control Unit; turn the other Knob until the goal

disappears from that side of the screen. (Don't plug in any Hand-Held Control.) Now try practicing against this solid wall and catching the ball as soon as possible. Each time you catch the ball, one point is added to the score appearing on your side of the television. The other score always remains "0."

PLAYING CATCH DOUBLES

Plugging in one or both Hand-Held Controls will add a goal to the appropriate side of the television screen. These goals can now "cross over" each other because each one has the full range of movement from top to bottom of the screen. The scores will still reflect points earned by one or both goals on the same side of the television screen.

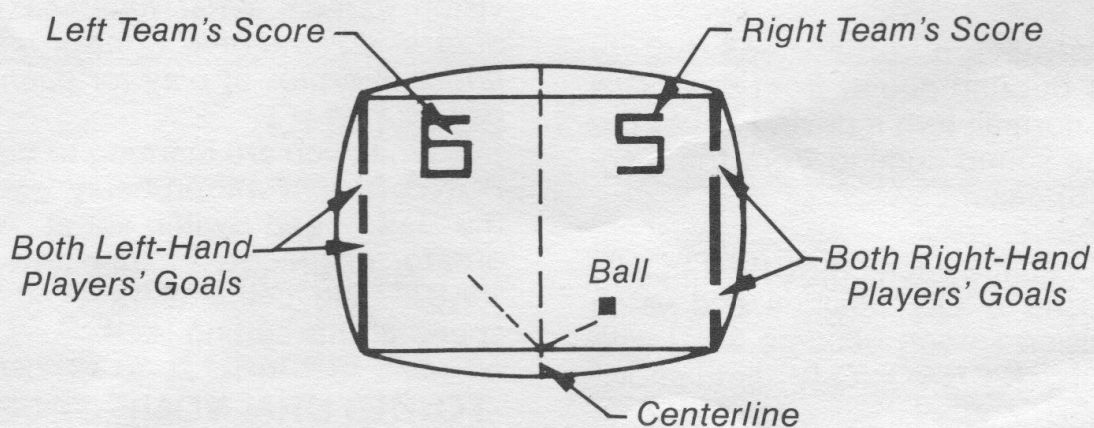


Fig. 4 TV Screen During Catch Doubles Game

PLAYING HANDBALL (1-2 PLAYERS)

First set Playfield Selector to #2; then push Game Start Switch to the right and then the left. "Handball" opposes you against the game's computer. The player's score is on the left; the game's score (your number of misses) is on the right.

Turn the right Knob so the adjustable back wall is *all the way up* the screen (see Fig. 5 below). Now use the left Knob to hit the ball against this wall. Try to avoid missing the ball as much as possible. If the ball should go out of bounds, one point is scored for the game's computer (on right-hand numerals). The ball is then served automatically towards you.

Your goal is to keep the score as low as possible. The left-hand numerals will always read "0."

HANDBALL FOR TWO

Similar to the one-player version described above, you should only use the two *left* knobs. (Do not plug in the right Hand-Held Control.) You will now have two paddles or a team appearing on the left side of the television screen; these paddles can "cross over" each other. The right-hand score will still reflect points earned by one or both of these paddles.

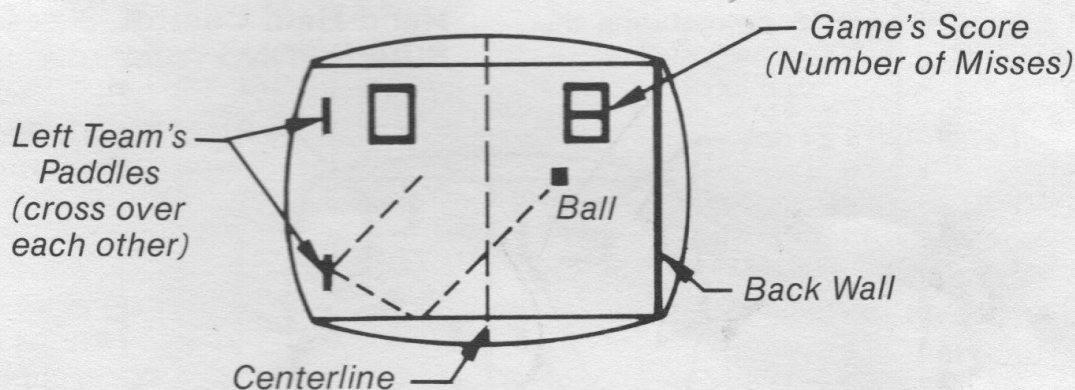


Fig. 5 TV Screen During Handball-For-Two Game

PLAYING BASKETBALL (1-2 PLAYERS)

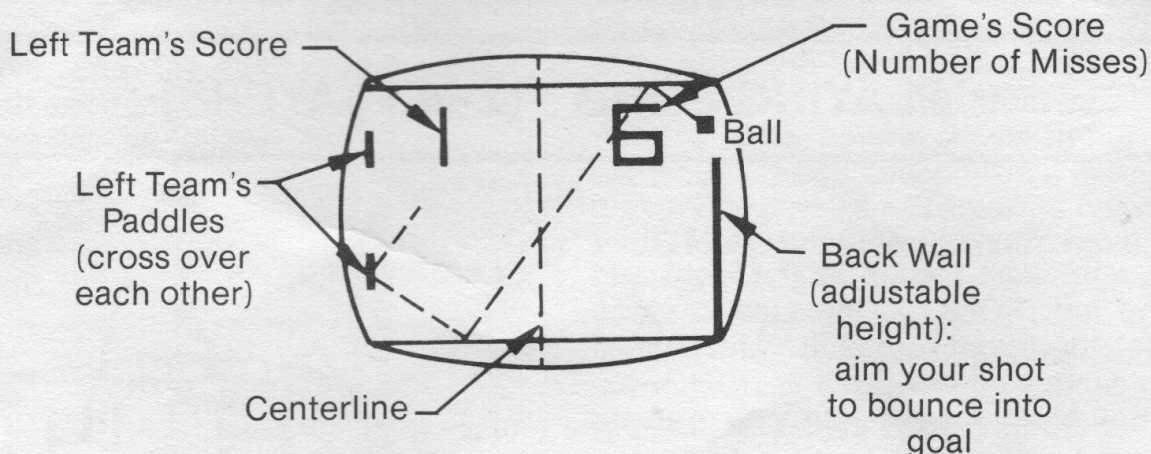


Fig. 6 TV Screen During Basketball-for-Two Game

Keep the Playfield Selector set at #2, but turn the right Knob so the adjustable back wall is about *two-thirds the distance* up the screen (see Fig. 6 below). Now use the left Knob to hit the ball through the hole at the top right side of the playfield. As your technique sharpens, you can raise the height of the back wall to create a smaller opening.

BASKETBALL FOR TWO

Similar to the one-player version above, you should keep the wall adjusted partway up the screen. Use only the two *left* Knobs. You will now have two paddles or a team appearing on the left side of the television screen; these paddles can "cross over" each other. The scores will still reflect points earned and misses made by one or both of these paddles.

PLAYING SUPER PONG™ (2-4 PLAYERS)

First set Playfield Selector to #3; then push Game Start Switch to the right and then the left. In this exciting game, each player controls two paddles at once with his or her Knob. Turn each Knob to move the pair of paddles up or down (see Fig. 7 below).

Both the Forwards and Backs reflect the ball if it bounces off their sides that face the net. If the ball approaches a Forward from behind, however, the ball will simply pass right through the paddle.

A missed or out-of-bounds ball at your side of the television screen scores one point for your opponent. The ball is then served again automatically towards you. The first player to earn 15 points wins the game.

PLAYING SUPER PONG™ DOUBLES

Plugging in one or both Hand-Held Controls will add a pair of paddles to the appropriate side of the television screen. These paddles can now "cross over" each other. Each score will still reflect points earned by one or both pairs of paddles on that side of the screen. The SUPER PONG Doubles game (using both Hand-Held Controls) is especially challenging because there are *eight* paddles on the television screen at one time. If you plug in only one Hand-Held Control, 3 people can play SUPER PONG "cut-throat" style.

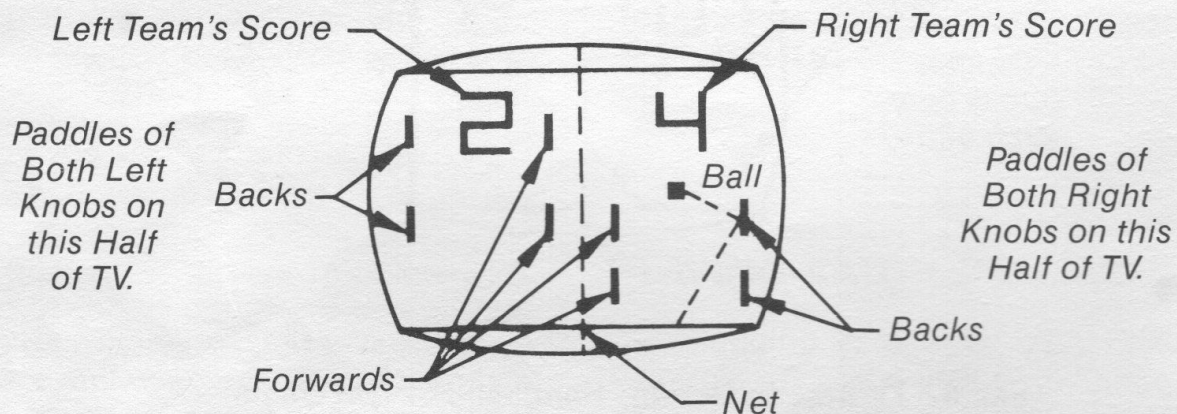


Fig. 7 TV Screen During SUPER PONG Doubles Game

PLAYING PONG™ (2-4 PLAYERS)

First set Playfield Selector to #4; then push Game Start Switch to the right and then the left. PONG is the classic video game for the purist—unadulterated fun. It has the same rules as SUPER PONG, except that each player has *one* paddle instead of a pair.

PLAYING PONG™ DOUBLES

Plugging in one or both Hand-Held Controls will add a paddle to the appropriate side of the television screen (see Fig. 8 below). As with the other games of SUPER PONG IV, these paddles can "cross over" each other. Each score reflects points earned by one or both paddles on that side of the screen. If you plug in only one Hand-Held Control, 3 people can play PONG "cut-throat" style.

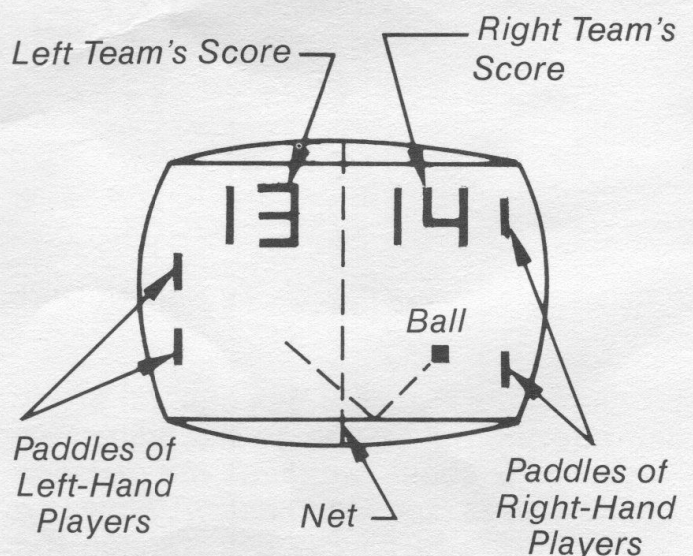


Fig. 8 TV Screen During PONG Doubles Game

SECRETS OF SUPER PONG IV™

(Applies to the paddles in all games except Catch)

To really enjoy SUPER PONG IV, you should learn some of its fine points. One of the most important things to remember is that the paddle is made of eight "parts." When the Ball Speed Switch is set at "AUTO," each part reflects the ball at a certain angle as shown in Fig. 9 below—regardless of how the ball has approached the paddle. (The middle two parts *always* reflect at a right angle or 90°)

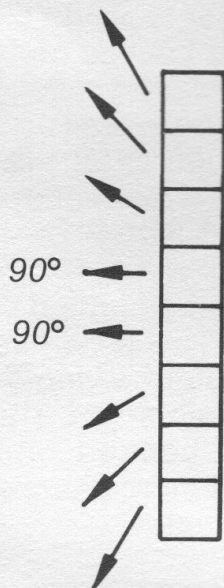


Fig. 9 Detail of Paddle: 1st-3rd Volleys

However, after the 4th good hit or volley, the ball speeds up and is reflected at narrower angles, as follows:

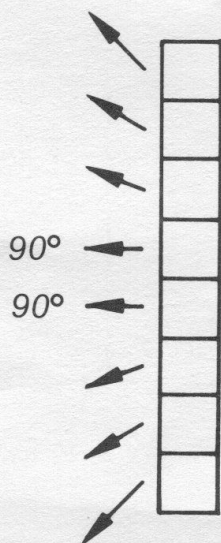


Fig. 10 Detail of Paddle: 4th-7th Volleys

Finally, after the 8th volley, the angles become very narrow and the ball reaches its maximum speed, as shown in Fig. 11 below:

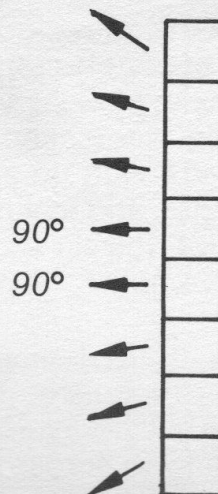


Fig. 11 Detail of Paddle: 8th + Volley

Once you become familiar with these fine points, you can use these different angles and speeds to surprise your opponent. By carefully selecting where your paddle hits the ball, you can choose where the ball will go.

The series of three speedups and three different bounce angles is eliminated when you push the Ball Speed Switch to "FAST." Instead of the three speeds, the ball will *always* travel at maximum speed and bounce at the angles shown in Fig. 11.

You can add special rules to any four-player game, such as requiring partners on a team to never cross paths. In other words, each player should stay in either the top or bottom half of the TV screen. Another special rule is requiring each partner to alternate with the other partner in hitting the ball: no player should hit the ball twice in a row. A third special rule applies to Catch, SUPER PONG and PONG only: plug in only *one* of the Hand-Held Controls. Now you can play any of these games "cut-throat" style or two against one.

LOCKED MOTION

Sharpen your game or just have fun playing SUPER PONG or PONG by yourself. In the Locked Motion game, one player uses both Knobs on the Control Unit (do not plug in any of the Hand-Held Controls).

SECRETS OF SUPER PONG IV™

Now try to avoid any misses and keep the scores as low as possible. Each miss will be counted as one point on either side of the net. Your goal is to "lock up" the ball into a repeating pattern between the two paddles, so that you never need readjust the Knobs.

Any number of people can play SUPER PONG and PONG in Locked Motion. Once a player has definitely locked up the ball, his or her turn ends. Add up any points on both sides of the net, and that is your score. The winner has the lowest score, with 0-0 being the best possible.

You can lock up the ball into a repeating pattern of one angle. The easiest lockup means the ball bounces horizontally straight back and forth across the playfield (see Fig. 12 below), between the *center* of each paddle:

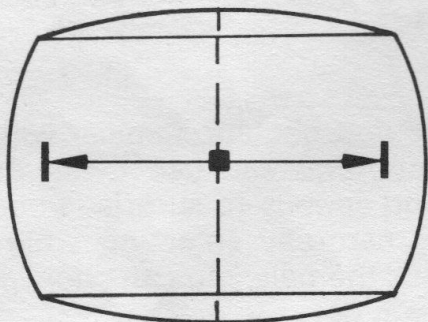


Fig. 12 Easiest Lockup Pattern

The hardest lockup of all is similar to the one above, except that the ball bounces at a slight diagonal across the screen, hitting near the *end* of each paddle:

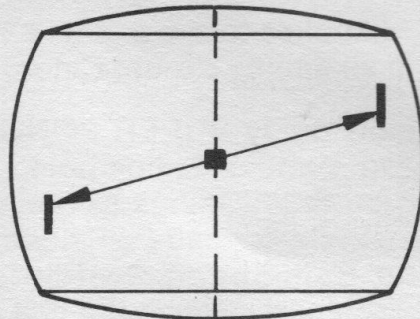


Fig. 13 Hardest Lockup Pattern

The medium-difficulty lockups allow the ball to bounce at various angles off the top and bottom playfield borders. Narrower angles are easier to accomplish than wider angles. Playing Locked Motion at various angles is especially challenging, because the ball cannot be locked up until the game has gone through all of the ball speedup sequence. If you remember from the "Secrets of SUPER PONG IV" section of this manual, the ball speed and bounce angles will not be constant until 8 successful volleys are made. That is why you must make 8 good hits before trying to lock up the game at a certain angle. The simpler version of angle Locked Motion is a top bounce, then bottom bounce, using one of the narrower angles.

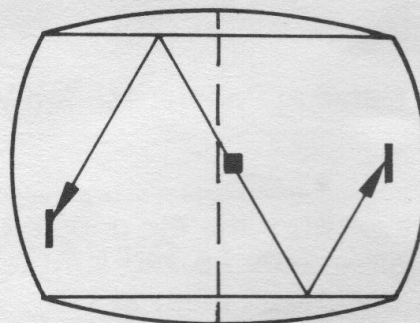


Fig. 14 Angle Lockup Pattern (Medium Difficulty)

MAINTENANCE

DO NOT:

Pour liquid in speaker opening or on Hand-Held Controls;
 Leave batteries in SUPER PONG IV Control Unit if not being used for a month;
 Drop any part of game on hard surface;
 Leave game on when not in use;
 Expose game to excessive heat.

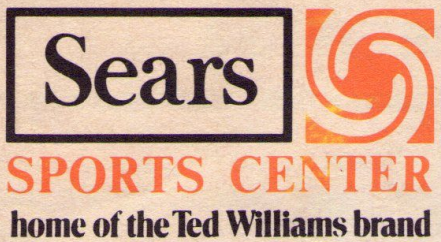
DO:

Avoid leakage that could damage your SUPER PONG IV game, by using high-quality batteries. The size "D" batteries required for SUPER PONG IV are the same as in a regular flashlight;
 Clean all exterior parts of game with a soft, slightly damp cloth when necessary;
 Wrap the cable and wires around base of SUPER PONG IV Control Unit for easy storage.

NOTE: On some television sets, particularly black and white, phosphor memory may show the PONG center court net and score digits when the set is off. This has no adverse effect on a television's performance. The effect may be avoided by turning the game off when not in use.

TROUBLESHOOTING CHECKLIST

SYMPTOM	CAUSE AND REMEDY
Picture flickering when scoring.	<ul style="list-style-type: none"> • Low voltage. Change batteries.
No playfield image on TV screen or whitish-gray screen.	<ul style="list-style-type: none"> • Batteries low, dead or not correctly installed. • Switch Box set at "TV." Change to "GAME." • Game Cable not properly plugged into Switch Box. • Twin-lead wire not properly attached to rear of TV. • Battery Eliminator not plugged into wall and/or Control Unit. • On/Off Switch not pushed to "ON" position.
No regular TV programs.	<ul style="list-style-type: none"> • Switch Box set at "GAME." Change to "TV." • Twin-lead wire not properly attached to rear of TV. • Antenna wire not properly attached at "300 OHM" screws on Switch Box.
Buzzing sound from TV loudspeaker.	<ul style="list-style-type: none"> • Television volume on too loud. Turn volume control all the way down.
Playfield image clear and sharp, but bars or lines move across screen.	<ul style="list-style-type: none"> • Local TV station broadcasting on same channel as SUPER PONG IV is operating on. Change Channel Switch in Control Unit to other channel (see page 3). • Cable TV or community antenna leads in room or nearby are carrying both Channel 3 and 4 programs. In addition, owner has wired up cable to SUPER PONG IV Switch Box using the small transformer with twin-lead wire supplied by cable TV company. In rare cases, owner should simply remove this transformer and connect cable directly to SUPER PONG IV Switch Box at "75 OHM" antenna connection.
Playfield fuzzy like weak TV station signal.	<ul style="list-style-type: none"> • Poor connections at antenna terminals of TV set or Switch Box.
Playfield unsharp, unsteady or no color.	<ul style="list-style-type: none"> • TV set not fine-tuned for best picture. Use fine-tuning knob, color or tint controls on TV set to adjust.
SUPER PONG IV worked before, but picture suddenly unsharp, unclear or unstable.	<ul style="list-style-type: none"> • Batteries need to be replaced or fine-tuning knob on TV set was changed. Re-adjust fine-tuning control.
Right or left paddle not visible near side of TV picture tube.	<ul style="list-style-type: none"> • Adjust horizontal hold control on your television set <i>slightly</i>.



**MODEL NO.
637.997370**

**HOW TO
ORDER
REPLACEMENT
PARTS**

**OWNER'S
MANUAL**

SUPER PONG IV™

TELE-GAMES™
ELECTRONIC GAMES

The Model Number of your SUPER PONG IV game is stamped on the Battery Cover Plate. Always mention the complete Model Number when requesting service or repair parts for your SUPER PONG IV.

Part No.	Part Name
C010075	Rubber Foot
C010019	Hand-Held Control
A003640	Control Knob
003643	Switch Box
CA010059-10	Battery Cover Plate
Purchase Locally Battery, size "D"	

All parts listed herein may be ordered directly from any SEARS, ROEBUCK AND CO. retail or catalog store.

WHEN ORDERING REPAIR PARTS,
ALWAYS GIVE THE FOLLOWING
INFORMATION:

- 1. Part Number
- 2. Part Description
- 3. Model Number
- 4. Name of Item

If the parts are not stocked locally, your order will be electronically transmitted to a Sears Repair Parts Distribution Center for expedited handling.

**FULL 90-DAY WARRANTY ON
SUPER PONG TV™**

For 90 days from date of purchase, Sears will repair this SUPER PONG IV Tele-Games, free of charge, if defective in material or workmanship.

Warranty service is available by simply returning the SUPER PONG IV Tele-Game to the nearest Sears store throughout the United States.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

SEARS, ROEBUCK AND CO.
BSC 41-3
Sears Tower
Chicago, IL 60684